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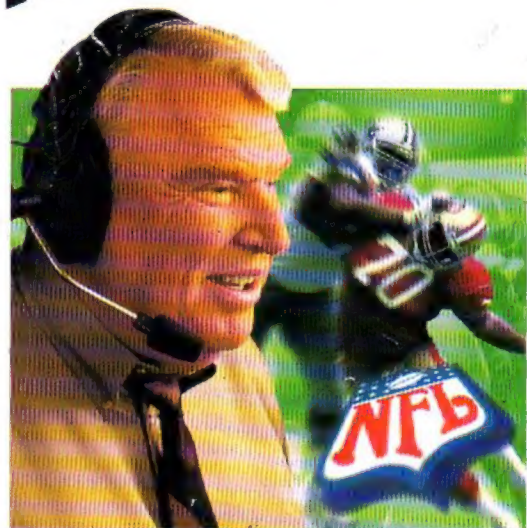
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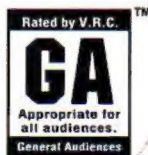


MADDEN 95



INSTRUCTIONAL MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



EmuMovies



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

Handling This Cartridge

- This cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.



COMMAND SUMMARY

OPENING KICKOFF

KICKING TEAM

Set kicker into motion
Control direction of kick
Kick the ball into play

Button 2
D-Pad left/right
Button 2

RECEIVING TEAM

Control kick returner/Run
Dive
Hurdle
Burst of speed
Spin

D-Pad in any direction
Button 1 (Tap)
Button 1 (Hold)
Button 2 (Tap)
Button 2 (Hold)

BEFORE THE SNAP

DEFENSE

Reposition player
Call up the audible indicator
Select an audible
Switch player control

D-Pad in any direction
Button 1
Button 1 or 2
Button 2

OFFENSE

Call up the audible indicator
Select an audible
Snap the ball

Button 1
Button 1 or 2
Button 2



AFTER THE SNAP

DEFENSE

Chase down ball carrier/QB	D-Pad in any direction
Dive at ball carrier	Button 1
Raise hands to block pass	Button 1
Control defender closest to ball	Button 2

OFFENSE

RUSHING

Control ball carrier	D-Pad in any direction
Dive	Button 1 (Tap)
Hurdle	Button 1 (Hold)
Burst of speed	Button 2 (Tap)
Spin	Button 2 (Hold)

PASSING

Control the QB/Scramble	D-Pad in any direction
Bring up passing windows	Button 1
Cycle through receivers	Button 1
Pass to selected receiver	Button 2

RECEIVING

Dive for ball	Button 1
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PUNTING/KICKING

Snap ball to the punter/kicker	Button 2
Control direction of punt/kick	D-Pad left/right
Punt/kick the ball	Button 2

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STARTING THE GAME

1. Set up your Sega™ Game Gear™ System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Madden NFL® 95* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the EA SPORTS™ screen appears.
4. If the EA SPORTS screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

GAME SETUP

Choose the game mode you'd like to play at the Game Setup screen. Select **OPTIONS** to customize your game, or **RESTORE** to complete a series in progress.



To make a game setup selection:

1. From the Game Setup screen, D-Pad **up/down** to move the highlight bar.
2. Press **START** to select a highlighted option.

EXHIBITION: An all-out single game contest. Every team is available—including the All Madden squad!

FULL SEASON: Select your favorite team and try to earn a berth into the post-season playoff tournament.

PLAYOFF: Begin play from the Wild Card round of the Playoffs. Playoffs are divided into four rounds, with the conference champs battling it out in the Super Bowl®.

OPTIONS: Use the five game modifying options to adjust the competition to your style of football. (See *Pre-Game Options* below.)

RESTORE: *Madden NFL 95* can restore any Season or Playoff tournament in progress. Enter the assigned password and resume your series from the next game. (See *Password* on page 21.)

PRE-GAME OPTIONS

Pre-Game Options let you customize the upcoming game to your preferences or the situation at hand.



To select pre-game options:

1. From the Pre-Game Options screen, D-Pad **up/down** to highlight an option.
2. D-Pad **left/right** to cycle through choices.
3. When the desired options are set, press **START**; the Game Setup screen appears.

QUARTER: A complete game consists of four equal quarters. Quarter length can be 5, 10, or 15 minutes.

MUSIC: The default setting for the Music option is ON. Choose OFF to silence the music at EA SPORTS Central and the Pause menu.

SFX: Sound effects enhance the realism of *Madden NFL 95*. Toggle SFX ON/OFF.

MADDENISMS: John Madden's color commentary is ON by default. Select OFF when you're ready to take over this responsibility yourself.

WEATHER: Weather condition choices only affect EXHIBITION games. During SEASON and PLAYOFF games, weather conditions are determined by Mother Nature and your schedule.

PLAYING AN EXHIBITION GAME

To begin playing a *Madden NFL 95* game immediately, familiarize yourself with the Command Summary and select EXHIBITION from the Game Setup screen. The Team Select screen appears.

TEAM SELECT

The home team's helmet appears on the left side of the Team Select screen—visitor's on the right. In Exhibition mode,



you always control the home team.

To select teams:

1. From the Team Select screen, D-Pad **up/down** to cycle through teams.
2. D-Pad **left/right** to toggle between Home and Visitor.
3. When both teams are selected, press **START** to accept. The Team Matchup screen appears.

TEAM MATCHUP

The Team Matchup screen provides you with a pre-game skills comparison between the teams before they hit the field. Ratings are displayed by position using a thermometer-type scale.



To view team matchups:

1. From the Team Matchup screen, D-Pad **up/down** to scroll through positions.
2. Press **START** to exit. The Pre-Game Show appears.

PRE-GAME SHOW

John Madden is your host for the Pre-Game Show. Pro-football's most colorful commentator provides you with background info on the current match-up.

- To exit the Pre-Game Show and get the contest underway, press **START**.

ON THE FIELD

During the time you spent at EA SPORTS Central for the Pre-Game Show, the players had a chance to suit up and begin stretching out on the field. Now that the game is customized and the players are warmed up, it's time to start playing football!

COIN TOSS

The captains from each team meet on the NFL logo in the center of the field, and the head referee flips the official coin

into the air. The visiting team's captain must call heads or tails before the coin hits the ground.

- D-Pad **left/right** to toggle between heads and tails.

The winner of the coin toss chooses whether to kick or receive the opening kick-off.

- Press **1** to kick, or **2** to receive.

The kicking team chooses whether they wish to defend the home or visitor goal during the first quarter.

- Press **1** to defend the home goal, or **2** for the visitor goal.

NOTE: To assist you in your choice of goal, the wind sock displays which direction the wind is blowing.

KICKING OFF

The opening kick-off and first drive set the emotional tone for the entire game. Pump up your intensity level, and set your kicker in motion!

To kick the ball:

1. With your team lined up in kicking formation, press **2** to set your kicker in motion and start the strength meter moving upward.
2. D-Pad **left/right** to aim your kick.
3. Press **2** again to stop the meter and strike the ball. The higher the meter is at the time it stops, the further the ball travels in the air.

As soon as the ball is in the air, rush your kicking team downfield as fast as possible and "stick" the kick returner.

To make a special-teams tackle:

1. D-Pad in any direction to chase down the kick returner.
2. Press **2** to control your player closest to the ball.
3. Press **1** to dive at the kick returner.

ONSIDE KICK

Try an Onside kick late in the game if your team is trailing. An Onside kick is anybody's ball and both teams have an equal opportunity to gain possession.

To attempt an onside kick:

1. When your team is lined up in kicking formation, press **1** to call up the audible indicator.
2. Press **2** to set the Onside kick formation. Your team shifts to the right-hand side of the ball. (To return your team to standard kick-off formation, press **1** twice.)
3. Press **2** to set your kicker in motion and start the strength meter moving upward.
4. D-Pad **right** and press **2** again immediately. The ball is kicked a short distance in the direction of your teammates.

RECEIVING THE KICK

The kick returner is automatically positioned to catch the ball. If he catches the ball in the open field, he begins to run

upfield. If he catches the ball in the endzone he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the offensive drive starts on your own 20-yard line.

To control the kick returner:

1. When the kick returner is in possession of the ball, D-Pad in any direction to run.
 - To Dive for extra yardage, tap **1**.
 - To Hurdle over a downed player, hold **1**.
 - For a quick Burst of Speed, tap **2**.
 - To Spin out of a defender's grasp, hold **2**.

EXECUTING AN OFFENSIVE PLAY

Before setting your team at the line of scrimmage, you must get together in the huddle to call the next play.



To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, D-Pad in any direction to move the highlight box.

2. Press **1** or **2** to select the formation in the highlighted box. The plays available from the selected formation appear.
3. D-Pad in any direction to move the highlight box.
4. Press **1** or **2** to call the play in the highlighted box. Your team breaks the huddle and sets up at the line.

If you see a play you'd like to call, but you think it would work better run in the opposite direction, you can flip it. The formation and play diagrams flip to show the new line-up and play direction.

To flip a play:

1. From the play choices, D-Pad **left** to highlight FLIP.
2. Press **1** or **2**; the play is flipped.

NOTE: Plays remain flipped until you select FLIP again to revert them back to the defaults.

When time is running low and you need to run as many plays as the clock will allow, consider executing the No Huddle offense. Madden chooses the formations—you just call a play and hit the line.

To execute the no huddle offense:

1. From the huddle, D-Pad **left** to highlight NO HUDDLE.
2. Press **1** or **2**; the No Huddle offense is set.

NOTE: The No Huddle offense remains set until you select NO HUDDLE again to revert back to the default.

After you have selected a formation but before you have called a play, you can reset your formation selection.

To reset the formation:

1. From the play choices, D-Pad **left** to highlight RESET.
2. Press **1** or **2**; the formation choices reappear.

NOTE: After you have called a play, the only way to change your decision is to burn a time-out or call an audible from the line of scrimmage.

RUSHING PLAYS

Choose your desired rushing play from the huddle and select it. You can watch the computer execute the play or take control of the ballcarrier after the hand-off.

To execute a rushing play:

1. With the offensive line set, press **2** to snap the ball. The hand-off or toss is automatic.
2. D-Pad in any direction to take control of the ball carrier, direct him through the line of scrimmage, and move upfield.
 - To Dive for extra yardage, tap **1**.
 - To Hurdle over a downed player, hold **1**.
 - For a quick Burst of Speed, tap **2**.
 - To Spin out of a defender's grasp, hold **2**.

PASSING PLAYS

Choose your desired passing play from the huddle and select it. Let the computer execute the play or move the quarterback out of the pocket and take over yourself.



To execute a passing play:

1. When the offensive line is set, press **2** to snap the ball.
2. D-Pad in any direction to move the QB out of the pocket and take over the play.
3. Press **1** to call up the passing windows. The three eligible receivers appear at the top of the screen.
4. Press **1** to cycle through the passing windows.
5. Press **2** to pass to the receiver in the highlighted passing window.

Once the ball is in the air, a white crosshair appears on the field marking the ideal reception spot. The receiver automatically completes his pattern, raises his hands for the ball and runs upfield—if he makes the catch. You can take control of the designated receiver while the ball is still in the air, and assist in the reception of the pass.

To control the intended receiver:

1. When the ball is in the air, press **2** to take control of the intended receiver.
 2. D-Pad in any direction to guide the receiver toward the white crosshair.
- Press **1** to dive for the ball.

EXECUTING A DEFENSIVE PLAY

Select a defensive formation and call a play in the same manner as offensive plays.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. If you don't choose a formation and a play in time, your team lines up to run the play from the previous down.

To execute a defensive play:

1. When the defensive line is set, press **2** to cycle through your line-up.
2. D-Pad in any direction to move the currently controlled defensive player.

To tackle the ball carrier and break up offensive plays:

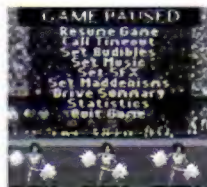
1. Press **2** to control the defender closest to the ball.
2. Press **1** to make a diving tackle or raise hands to block a pass, punt, or kick.

PAUSING THE GAME

The Pause menu offers several Pre-Game Options, along with additional choices relevant to the present game.

To pause the game in progress:

- At any time during gameplay, press **START**. The Pause menu appears.



To select pause menu options:

- From the Pause menu, D-Pad **up/down** to highlight an option.
- Press **START** to select a highlighted option.

RESUME GAME: Select RESUME GAME to exit the Pause menu and get back to the action.

CALL TIMEOUT: Each team is allowed 3 time-outs per half. A time-out stops the game clock and resets the play clock with a fresh 25 seconds.

- To call a time-out, D-Pad **up/down** to highlight CALL TIMEOUT and press **1**. The Play Calling screen appears.
- To exit without calling a time-out, D-Pad **up/down** to highlight NO TIMEOUT and press **1**. The Pause menu appears.

SUBSTITUTE QB: Every team employs two QBs—a starter and a reserve. SUBSTITUTE QB appears on the Pause menu only when your team is on offense, select it and the current QB is replaced.

SET AUDIBLES: During a game you have access to four audibles—two offensive and two defensive. Call an audible from the line of scrimmage to adjust to an unusual line-up by your opponent.

To set audible:

- From the Set Audibles screen, D-Pad **up/down** to highlight the audible you wish to set.
- Press **1** to select the highlighted audible.
- Select formations and plays as you would during a game. (See *Executing an Offensive Play* on page 11.)
- When your audibles are set, the Pause menu appears.

MUSIC/SFX/MADDENISMS: Please refer to the *Pre-Game Options* section on page 5.

DRIVE SUMMARY: Drive Summary chronicles the sequence of events making up the current offensive drive. The Drive Summary screen displays a report of total plays, yards, and time of possession.

STATISTICS: Measure the performance of both teams at any time during the game with up-to-the-minute stats in 16 categories.

- From the Statistics screen, D-Pad **up/down** to scroll stat categories.
- D-Pad **left/right** to toggle between teams.

QUIT GAME: EA SPORTS gives you the option to quit a game in progress when you can't think of a good reason to continue.

After selecting QUIT GAME, you must confirm your decision.

- Choose CONTINUE to return to the Pause menu and continue the game, or QUIT to bring up the Game Setup screen.

HALFTIME SHOW

The Halftime Show follows the final play of the second quarter. The players are busy receiving updated game plans for the second half, so take some time to examine the Halftime stats.

Statistics are available in 16 categories, and scoring totals can be viewed by quarter.

1. D-Pad **left/right** to cycle stats and scoring totals for each team.
 2. D-Pad **up/down** to scroll through stat categories and scoring periods.
- Press **START** to exit. The teams line up for the second-half kick-off.

END GAME SHOW

Visit EA Sports Central for a final wrap-up of the game. John Madden has some closing thoughts on the contest and you have the opportunity to view cumulative statistics for the entire game.

SEASON MODE

To enter a full *Madden NFL 95* season, complete with Playoffs and Super Bowl, select FULL SEASON at the Game Setup screen. The Team Select screen appears.

1. From the Team Select screen, D-Pad **up/down** to cycle through team choices.
2. After selecting your team, press **START**; a season schedule is generated based on realistic NFL conferences and divisions.

SEASON SCHEDULE

The Season Schedule displays a preview of your opponents for the upcoming season. Check the Season Schedule for your team alone, or view the entire league's schedule week-by-week.

To view your team's season schedule:

1. From the Team Schedule, D-Pad **up/down** to scroll through your regular season opponents.
2. Press **1** to toggle between Team and League Schedules.

To view the league's season schedule:

1. From the League Schedule, D-Pad **up/down** to scroll through the week's match-ups.
 2. D-Pad **left/right** to cycle through the season week-by-week.
- To exit the Season Schedule, press **START**. The Team Matchup screen appears for the current week's game.

NFL STANDINGS

The NFL Standings screen appears automatically following each Full Season game. Keep tabs on your team's chances of clinching a spot in the Playoffs.

To view NFL standings:

1. From the NFL Standings screen, D-Pad **left/right** to scroll through the divisions.
 2. Press **1** to toggle between NFL Standings and League Schedule.
- To exit the NFL Standings screen, press **START**. The New Password screen appears with your season's updated password. (See *Password* on page 21.)

PLAYOFF MODE

To begin play from the Wild Card round of the Playoff tournament, select **PLAYOFF** at the Game Setup screen. The Team Select screen appears.

1. From the Team Select screen, D-Pad **up/down** to cycle through team choices.
2. After selecting your team, press **START** to accept. A Playoff tree is generated with your team entering in the Wild Card round.

PLAYOFF TREE

The Playoff Tree displays all 12 playoff teams in a single-elimination tournament format. Four rounds make up the entire Playoff Tree, with the NFC and AFC champions meeting in the Super Bowl.

To view the entire playoff tree:

- D-Pad **left/right** to scroll through each round.
- To exit the Playoff Tree, press **START**. The Team Matchup screen appears for the current round's game.

PASSWORD

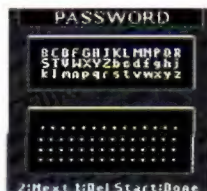
Madden NFL 95 saves Season and Playoff series in progress with computer generated passwords.

Following each Season and Playoff game, the New Password screen appears. A password consists of up to 56 letters. Copy the password carefully and label it—this is your key back into the series.

- To continue quickly onto the next game in your series, press **START** from the New Password screen. The Season Schedule or Playoff Tree appears with your next match-up ready to go.

RESTORING A SAVED SERIES

Select **RESTORE** from the Game Setup screen to view the Password Entry screen.



To enter a password:

1. From the Password Entry screen, D-Pad in any direction to highlight a letter.
 2. Press **2** to select. The highlight cursor moves to the next space.
 3. Press **1** to delete if you make a mistake. The highlight cursor moves to the previous space.
 4. Press **START** when the entire password is entered.
- If the password is entered correctly, the series resumes from the point it was saved. If the password is incorrect an error message appears and you can try again.

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75c per minute (95c for first minute).



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\$1.15 (Canadian) per minute.

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To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your **name, address, title of game** you want the menu to, and the **hardware** (Genesis, Super NES, IBM, etc.) to:

Hotline Menus
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